



Gauntlet by Ferlovskar
Ver 3.0

Rise Warrior!

You are on a mission from Odin to slay the greedy dragon Fáfnir, who has locked himself away in a tower sealed with ancient magic that even the gods cannot penetrate. To reach the tower you will have to traverse six worlds, each containing their own monsters and natural dangers. Each world will also be inhabited by a guardian, a beast possessing unparalleled power and dominion over their region in exchange for their servitude to the dragon, that you will need to defeat before you can proceed—their life force being tied to the protections on the tower.

Facing a hopeless task... will you heed Odin's call? And become a viking legend!?

+0 CP

-[Background]-

You can freely choose your age and gender, Odin cares only for your ability to cut down his adversaries.

Drop-In

New to these lands and yet chosen by Odin?! Many raised eyes will follow your journey as you set out to complete the task set before you, go now and show them the might of an outsider!

Viking

Perhaps your kingdom was raided and you fought the invaders to the last? Perhaps you died hunting some great beast, slaying it just before succumbing to your wounds? Whatever the story, you are someone who has distinguished themselves enough that the Allfather took notice and chose you as his champion.

Monster

You are one of the denizens of the many worlds you will have to progress to achieve your goal, your origin perhaps that of a lizardman, a myrmor or a snakeman cultist? Whatever shape you take you have deserted the legions of your kind to do Odin's bidding in slaying the one you once served.

-[Drawbacks]-

Setbacks on your journey, accompanying greater rewards.

Heroic Paperwork: +50 CP

Before beginning this gauntlet you will have to sign a truly absurd amount of paperwork, overseen by Valkyries to make sure you don't skip anything. Whenever you enter a new world this will repeat itself, forcing you to go through customs so to speak. This process will never take less time than half an hour.

Negative End Credits: +50 CP

At the end of your journey here, you will be forced to watch a montage of every failure or embarrassment you endured during your time. Specters of your former enemies will also show up to point and laugh at you. If you manage to not fail at all, they will still show up to slow clap sarcastically.

Fallen Warriors: +50 CP

The chosen warriors of Odin all fell on the battlefield, and such a fate will now be yours to share. You start this gauntlet alive on a battlefield in midgard, and will have to fight an endless number of enemies (growing in skill and power) until you finally fall. This means your true journey won't begin before your, probably gruesome, death on the field of battle. You won't have access to any Perks or Items bought here during this, only the mundane skill and experience you have amassed on your journey so far.

Shittalking Birds: +100 CP

A flock of ravens will now follow you wherever you go. They will constantly mock you, telling you how you screwed up or saying that your face is ugly for example. They can't be killed, somehow always able to avoid your attacks, and will learn and adapt to irritate you as much as possible, depending on your reactions to their comments. They will also likely alert everyone close to your presence, meaning sneaking about becomes harder to do.

Dirty Deeds: +100 CP

Done Dirt Che- wait wrong franchise. The battlefield is not a clean place and with this Drawback, neither will your face be.. or the rest of you. Gore from enemies you kill, dirt and mud, algae and seaweed from the water world, bone-dust and cobwebs from the undead world, and so on will now cling more easily to you, almost magnetically drawn to your body. You will probably smell bad and itch a lot during your time here, and water that can be used to cleanse yourself won't always be close by.

Butterfingers: +100 CP

Whenever you get hit or when you hit something there is a 1/30 chance that you will drop your weapon, by drop I mean it shoots out of your hand expelliarmus-style and that you will have to move to retrieve it (not just catch it with your other hand). While this often won't cause you much trouble, sometimes it could spell disaster.

Broken Windows: +100 CP

Everyone knows those meatheads in Valhalla have less than stellar diets, and get away with it due to Odin's coddling. The same can be said for most Monsters, subsisting on what they can hunt or scavenge. Whatever Origin you picked and whatever the explanation is, a magical curse perhaps, you possess poor eyesight. You can specifically not see anything more than 50 meters away from you, inside of this radius it works just fine but everything outside? A blurry mess.

The Vengeful: +150 CP

Having rampaged through their world and slain their leader, did you really think the survivors would just leave you be? From this point onwards you'll randomly be beset by hit squads from previous worlds, who have gathered to take their revenge on you. You'll never face more than one or two each world, but this means you'll always have to be ready for different enemies than what is currently the norm.

Prince Miniboss: +150 CP

Each world you enter will now have an additional boss, though one weaker than the real one. This "prince" will present an additional challenge you'll have to get passed, but every world only has one, and can not be avoided.

Creepy Crawlies: +150 CP

Normally you'd only ever have to face a few unnaturally large instincts, such as Waspids and Turantulas. Now this changes... With this Drawback you'll have to face a wide assortment of different giant bugs and arachnids, all serving your enemies. While they are often not that powerful individually, and only come in small groups or alone most often, they are still very creepy!

Freynemies: +200 CP

Seems the god Freyr smiles on you... on your misery that is. The god of rain and sunshine has seemingly decided to mess with you, changing the weather to whatever is currently most inconvenient for you; a ray of sunlight showing your location to your enemies or rain making mud of the earthy slope you have to climb. It won't get much more intense than this, meaning no hurricanes or the like being thrown at you, but when the weather works to make you miserable... you will be miserable.

Cumbersome Architecture: +200 CP

Seems like the temples and buildings of these worlds were built primarily for dwarves and monkeys. Getting around for you will now be a much more cumbersome task as you will have to shuffle through narrow tunnels to reach the next room or climb long ropes while enemies take pot-shots at you. While this most often will only be a danger to your back or knees, sometimes having the lowground in a fight will place you at a definite disadvantage,

no need to mention how it is to fight giant spiders or snakes while on your stomach in a small and dark tunnel...

Scheduled Monologue: +200 CP

You thought you were lucky huh? To be in a world where the antagonists weren't going to monologue your ears off before trying to kill you. Well, that fact is now false. Each guardian (and miniboss) will now have an extensive monologue prepared for when you come to confront them and you will have to listen to them, without interrupting, every single time. This also means that using a certain shortcut to ambush Fáfnir or trying to sneak attack the other guardians is no longer possible as they have a fiat-scheduled monologue to get through before you can fight them.

The Wealthy Few: +200 CP

Normally most enemies you face will carry standardised weaponry and equipment, all except for the bosses having what could easily be described as sub-par tools compared to what you can buy in the Item section. Now some, around one tenth of the opposition, will distinguish themselves by carrying superior arms into battle, no magical items but special equipment compared to the standard of higher quality (like whips, bows, dual swords and more). These "elite" soldiers are also better trained than others.

Starting Over: +300 CP

Each time you travel to a new world, all of your loot will be stripped from you and placed in different treasure chests found in the world. These chests won't be that hard to find, just taking the direct path to the guardian will have you find enough chests to recover all your gear, but it does mean that for some time in each world you will have to work with only your bare-hands against the hordes of monsters that await you. If you purchase any companions, this will apply to them as well.

Red Alert: +300 CP

Going about your way unnoticed becomes completely impossible with this. All enemies will know when you enter their world and when you get close to them, about 50 meters or so, they will know your exact location in relation to theirs, and what paths they can take to reach you as quickly as possible.

Labyrinthian Design: +300 CP

Worlds are designed in a way that makes it hard to progress, due to their confusing architecture. The likelihood of you getting lost is now much higher and enemies have more opportunities to jump out at you from a hidden alcove or door.

A Speedrunner's Nightmare: +300 CP

In each world you progress through there always seems to be several (2-5) times where you will have to wait for an extended time to progress, perhaps a really slow opening door or a drawbridge that you will have to painstakingly lower by hand bit by bit. These points will also become hot spots for enemies to swarm you in waves until you can progress.

Negative Safety Regulation: +400 CP

This Drawbacks adds a sprinkle of traps to the world, the shoot-ey and stabby kinds of traps that is. Each world is now akin to something out of Indiana Jones' nightmares, riddled with arrow-shooters, spike falls and more. Better watch your step now as the very environment itself seeks to kill you, while also never seeming to hinder your enemies.

Smarter Enemies: +400 CP

Enemies have their intelligence increased from what was seen in the game. They will prepare ambushes and instead of all just rushing you some might keep their distance and throw/shoot at you from afar while others block your path to them. Monsters will now employ tactics and strategy in their pursuit of your demise, making your task that much harder and more dangerous.

No Hurry: +400 CP

You can no longer run, the max speed you can move at being a brisk walking pace. This means outrunning enemies or dodging projectiles in any other way than jumping becomes much harder and that progressing through the worlds will take more time. The good news though is that you will look like a proper badass doing this! Small mercies count for something right?

Their Seconds Chance: +400 CP

Each boss you kill will now be there for your next boss fighter (but only the next)! This means you will always, apart from the first world, face two bosses at once, the pair differing each time. Perhaps they will have time to learn your tricks?

Monster Mania: +500 CP

The amount of enemies in each world is drastically increased, where once there was one now there are dozens. While this doesn't apply to the guardians, there still being only one in each world, you will now literally have to cut through armies to reach them and progress.

Worthy Adversaries: +500 CP

All monsters are much more powerful and more skilled with their weapons/abilities. Apart from making every world more dangerous, the guardians each become legendary monsters that even the greatest of heroes would struggle against (with new abilities and greater intelligence and skill at using them) and the minibosses, though not enhanced to the same extent, also become truly fearsome opponents!

The Full Story: +500 CP

Nidhöggr, a gigantic dragon that gnaws on the roots of Yggdrasil, is the secret hidden boss of the game, one you can only reach through unlocking his level by doing specific things in each world. This Drawback makes it so that you will have to defeat him to complete the Gauntlet. To reach him you will have to complete a grand puzzle that spans all six worlds (or more depending on your choices) to unlock a portal to the place he resides in.

Vikings vs. Zombies!: +500 CP

Seems like the gates of Hel are wide open! Every enemy killed will rise again as a zombie about 30 seconds after their death to hound your steps as they follow you across the world.

If killed again they will continue to reanimate, each time a minute or two after their new death. I recommend lobbing off arms, though this might just have them headbutting and biting you more...

Double Trouble: +600 CP

Where before you would have to travel through six worlds this Drawback doubles the amount, for a total of twelve that is (no one ever said einherjar like you were good at counting). These additional six stages will be unlike the ones you have seen before, containing new and unique enemies and challenges that didn't exist in the game, and will make the task of reaching Fáfnir more time consuming.

Hel Mode: +600 CP

You only have 1 Hit Point. This means that as soon as something hits you, you die. Good luck clearing this Gauntlet when a bird hitting you in the face is enough to kill you. Pick this and feel the frustration of anyone who has ever tried to play the game!

Ragnarok Now: +600 CP

Seems like Nidhögr's endless gnawing on the roots of Yggdrasil has caused more trouble than Odin thought. The worlds are breaking apart, crumbling to dust before your very eyes. You will have no time for rest now as your time here will be a constant race to escape the current world before it is destroyed, certain other Drawbacks will make this much harder but not impossible.

Journey to the Roots: +1000 CP

The normal amount of time needed to finish this Gauntlet would probably be about a few days at most, a truly skilled warrior who forsook any rest could probably do it in a couple of hours! Taking this Drawback ensures that the worlds you'll have to traverse are much larger than before and while you probably won't take as much time as a certain monk, completing your goal will still probably take around 6 years, one year a world. A faster progression could have it at around a few months per world and other Drawbacks could instead increase the time needed.

With the right Drawbacks you will face an epic adventure a decade or more in the making!

-[Perks]-

The abilities needed to complete your task.

Mr. World(s)wide! - 50 CP

You know the language of every world you will travel to hear, from the strange screeching of the Sky Knights to the gurgling of the Myrmor. This allows you to better understand your enemies tactics as they shout out orders. In future worlds you have an easier time understanding the language of monster-like races.

Colorful Enemies - 50 CP

This ability is to see enemies in three types of brackets, green, blue and red (with rising threat- and power level compared to the normal of their kind/faction/order/etc). It will make it

easier to spot the badassess amongst the mooks, knowing who to watch out for or where to seek a worthy adversary. Those who are much stronger than most of their species can become special individually chosen colors that hint at their abilities/personality. You can switch this vision on and off at will.

Monstrous Technology - 150 CP (Free for Myrmor or Sky-Knight)

This perk grants you the technology of one of the more advanced monster-species of this world. Can be bought twice for both tech-trees.

Myrmor - You possess the technology of the Myrmor! From creating underwater cities to laser cannons and heat seeking mines that hurl towards enemies, you have mastered their craft. You are also very skilled at outfitting large beasts/monsters with technology that makes them even more deadly, creating walking siege engines or rideable mounts of incredible might.

Sky Knights - You possess the knowledge of the Sky Knights! Your hands can design flying cities and warships, but also means of brainwashing others—allowing you to potentially enslave entire species under your rule! You are also highly talented at creating personal equipment for humanoids; everything from giving them the means of flight to creating a device that allows them to charge forward with incredible speed in short bursts!

Cunning Fighter - 100 CP (Free Drop-In)

A great fighter is not only brave and strong, but cunning as well. You possess this third virtue in spades, allowing you to easily solve puzzles or problems thrown at you. It also helps you find easier ways of doing things, why bother fighting that evil dragon when you can just burst through his window and decapitate him before he transforms!?

Brave Viking - 100 CP (Free Viking)

A giant snake? A floating skeleton? A MASSIVE dragon!? Nothing can face you, for you are without fear. This also helps you ignore pain and squeamishness, which there will be aplenty waiting for you on the battlefield.

Patient Guardian - 100 CP (Free Monster)

Having to wait for the Hero to arrive seems like a bit of a bother, and still the monsters who inhabit the worlds are all capable of waiting patiently, holding their positions and ambushes until any intruder gets close. With this perk your patience is improved to match them, able to wait patiently for days on end if need be.

Wealth A plenty - 200 CP (Discounted Drop-In)

Your luck at finding gold and jewelry, especially on the corpses of your enemies, is now drastically increased, enough so that a mission such as this one could net you enough gold to restore a ravaged kingdom to its former glory. This is partly enemies just happening to have more of their personal wealth with them when you defeat them and partly gold and jewelry being created ex-nihilo for you. This ability will also create chests, when you have defeated boss monsters (or their equivalent), that disappear after you have looted them, the contents depending on how strong the enemy was. You also possess a dimensional storage for wealth, unlimited in its size, that can suck up any wealth like gold coins, gemstones and

jewelry that you are close enough to reach out and touch. This wealth can then be freely summoned back to your hands.

Warrior of Odin - 200 CP (Discounted Viking)

As a warrior in the service of the Allfather, your physical abilities far surpass the peak of a normal man. Rippling with muscle you possess strength enough to shear a lizardman (stronger and tougher than normal humans) in half with a swing of your sword or impale a spear in stone with a throw. You are also very agile, capable of leaping more than twice your own height, effortlessly balance on a spear stuck in a wall as well as performing spinning attacks mid-air with your sword that makes you a deadly opponent. You have enough stamina to do the above for days on end without seeing a decline in your performance. With this you could face armies of men on your own and survive, through sheer physical might.

Monstrous Advantage - 200 CP (Discounted Monster)

As a monster you already possess physical abilities slightly above the peak of most normal humans. That your specific species also grants you an additional advantage? Completely unfair I say! Choose an advantage similar to the following; the Myrmor and their ability to leap great distances as well as breathe underwater and swim extremely swiftly, the birdlike Sky-Knights and their ability to fly freely and as fast as most birds in the air, the skeletons and their ability to be just as durable and strong without meat on their bones and with a lack of need for sleep, rest, food or drink. Whatever you pick this ensures that you will have an exceptional version of the advantage compared to the rest of your species. Non-Monsters who pick this gain the base advantage, and can choose to become a hybrid, simply have traces of that species bloodline, etc.

Look Ahead - 300 CP (Discounted Drop-In)

You have a heightened awareness of everything in an area of about 50 meters around you, as if you were currently looking at everything in that area at the same time. This means that you can easily spot ambushes in advance or see an arrow flying at you from behind. It works through walls, meaning you can be 'aware' of things happening on floors above or below you, but it only works if you could have been capable of seeing it, meaning rooms completely blacked in darkness will be hidden from you (unless you can see in darkness that is). If you ever tire of this awareness you can turn it off and on at will.

Charge Attack - 300 CP (Discounted Viking)

This ability allows you to charge projectiles before throwing them, an act that cloaks them in energy and increases their power several times over as well as shielding them from harm. A projectile you use this on also becomes somewhat affixed to the path you intended for it, meaning they can pick up enemies they skewer and carry them with them without changing course, and will explode upon impact with a hard enough surface or when you will it. The act of applying this normally takes a couple of seconds but can be reduced with training, the maximum charge time and power of the projectile can also be increased with training.

Animal Friend - 300 CP (Discounted Monster)

Your origin as a monster allows you to easily tame wild beasts and insects. When you have tamed them you can also infuse them with your monster-magic, allowing them to grow in

size and power and appear more fearsome/fantastical. A wolf could become as big as a horse and a spider would be comparable to a dog by its main body alone, with the legs it would look even larger and more terrifying. These monstrous creatures are all loyal to you as their creator and will be capable of understanding and remembering your orders (through magic). Curiously enough they also don't seem to require much more sustenance than they did before. With training you can learn to grow creatures even larger than the given examples, eventually perhaps even creating monsters the size of Fluffy or larger... This perk also works on plants.

Walkthrough - 400 CP (Discounted Drop-In)

For any enemies you encounter it's like having a whole strategy guide in your mind, containing all their special moves and usual tactics and how to best combat them (both in general and with your current abilities). This is still general information, you would know that taunting someone or using electricity against them could work but you wouldn't know that insulting their third cousin is the best way to go, and it doesn't improve your own combat abilities.

Einherjar Workout Routine - 400 CP (Discounted Viking)

Well now, look at you Mr. Big-shot. You are a chosen servant of Odin, one who is sent out into the mortal world to do his bidding, and have centuries of experience training (fighting to the death that is) with the greatest warriors of Midgard in the halls of Valhalla and of battling against the many monsters of this world. You can truly live up to the name of Einherjar, army of one, as your skill makes you a warrior capable of overcoming almost any challenge set before you.

Magnificent Magic - 400 CP (Discounted Monster)

With this perk you get started on the path of sorcery! At the beginning you have knowledge of a moderately powerful offensive spell, like throwing a fireball or spectral bolt at enemies. With further study and meditation on the nature of magic, your place in the world and how to best use these things to create powerful explosions, you can gain abilities like summoning minions, raising the dead, controlling the elements, transforming the environment (creating spikes and such), grant people great power or knowledge, and more.

On the Wings of Glory - 500 CP (Discounted Drop-In)

From your back burst a pair of wings made out of blue fire, your sight now reveals to you the souls of others (both living and dead) and you feel that you can shift in and out of others' perception of you... That's right, you have become a Valkyrie! This would normally require you to be a woman, but if you are not then perhaps Odin is branching out? Anyhow, this perk allows you to fly with the aforementioned wings, though they can also carry you into other dimensions with enough practice, to become selectively invisible (allowing you to choose who can see or hear you) and to interact with the souls of the dead. While you are in many aspects a "baby Valkyrie" new to your abilities and untested in your duty, with time you can come to equal the greatest of Odin's warmaidens!

High Score! - 500 CP (Discounted Drop-In)

You can use wealth you possess to instantly repair/restore things (such as a spear, a broken bridge, or with enough wealth: a kingdom). Furthermore, the more wealth you gather while on a mission/quest/whatever, the better the results/rewards of completing your main goal tend to be, proportional (though with vastly diminishing returns at higher levels) to the amount of wealth gathered. The wealth gathered has to be related to the goal you are currently pursuing, such as being on a quest to save your homeland and looting the corpses of invaders or looting.

Rise Warrior! - 500 CP (Discounted Viking)

Live, die, and rise again! With this perk you gain the ability to rise again when slain, a lightning bolt striking the ground and your body being rebuilt nigh-instantly from the spot it hit. Where you are 'reborn' is a randomly selected spot in an area somewhat close to the location of your death, in a kilometer radius, defaulting to where you have been before during the last hours.

Mjollnir's Power - 500 CP (Discounted Viking)

You possess the blessing of Thor! This manifests in the form of a force field that blocks any one attack that hits you and unleashes a counterattack, calling down a vicious lightning bolt that will vaporize most enemies close to you as well as sending balls of lightning flying in every direction from you, this will only harm those you wish it to. While activated you will glow with a faint, inner blue light. This ability has a cooldown time of about a minute before you can use it again but this can be trained down to but a few seconds, though achieving this could take more than a decade.

Hidden Form - 500 CP (Discounted Monster)

Like Fáfnir, you possess the ability to change from a man into a monstrous form, either that of a dragon or some other creature, perhaps simply a much larger version of yourself. In this form you possess much greater strength and durability than normally and might have another ability, like flight or burrowing, depending on what form you take.

Seal Guardian - 500 CP (Discounted Monsters)

While your lifeforce isn't tied to Fafnir's tower-protections, you have somehow received a gift similar to the other tower Guardians. Choose another perk you possess and have it enhanced greatly by this perk, signifying you being gifted great strength, knowledge, special powers or something else, look in the notes for examples (whatever you pick is supposed to bring you to a "boss" level). Whatever you pick, you are also granted the capabilities needed to rule a world of your own!

-[Items]-

Tools to keep you alive and make your enemies die!

Starting Gear - Free

Some weapons on your journey, provided to you for Free from the armory of Odin (though not really his best stuff). All are finely made but ordinary.

Viking: A steel blade and a wooden shield.

Drop-In: A pair of daggers.

Monster: A brutal-looking cudgel.

Enchanted Sheath - 50 CP

This item can change itself to fit any handheld weapon. Weapons attuned to it, something easily done by touching the sheath and saying a few magical words, can be called back to the sheath at any time. This works for pairs of weapons as well, if small enough (such as a pair of daggers).

Rainbow Brooch - 50 CP

A small brooch, able to be fitted to most clothes or simply kept in your pocket. If the brooch is on your person when you fall asleep or meditate, you are able to wander the lands as an immaterial and intangible spirit. This can allow you to scout ahead should you want to. You can't interact with others and they can't sense or interact with you, unless they have a strong supernatural connection to dreams. If your rest is disturbed you are instantly called back to your body.

Tamed Pyreflies - 150 CP

A Pyrefly is a glowing bluewhite orb-like creature from the roots of Yggdrasil. You have somehow managed to tame three of these magical critters, all with rudimentary intelligence to follow your orders and protect you when needed. They can each temporarily become a barrier to let you double jump or to block an enemy's attack, though they do need time to gather their essence again (a few seconds). They also provide a soft-blue light that can brighten up dark areas.

Magic Map - 100 CP (Free Drop-In)

An ever changing map that will always show you the path you need to take to get to your current target, shows your location as a dot.

Blessed Spear - 100 CP (Free Viking)

A simple but well made spear with a wooden handle that possesses a very special quality. It can be summoned to your hand at will, multiple copies of it can exist at the same time, meaning you can spear-spam all you like. The copies will work as a normal spear would but will disappear after a couple of minutes.

Sack of Treats - 100 CP (Free Monster)

A woolen sack capable of creating an unlimited amount of treats, like beef-jerky or honey-preserved fruit. Every time you reach into it creates a new one.

Wind Boots - 200 CP (Discounted Drop-In)

These comfortable and stylish boots double your movement speed, allowing you to run or walk twice as fast, and also allows you to run for five seconds on thin air, though standing still in mid-air won't work for more than a second or two though.

Hammer Shield - 200 CP (Discounted Viking)

An unbreakable shield with the motif of a hammer upon its surface, capable of blocking any blow as long as your strength can handle it. It also enhances the power of any projectiles the user throws, increasing their striking power and penetrability. A spear toss that would normally lodge itself in the first enemy hit could now pierce through multiple in a row.

King's Crown - 200 CP (Discounted Monster)

This golden crown provides good protection for your head, whether it be a golden face-mask or just a regular crown sitting on top. It possesses the curious ability to heal any wounds dealt to you by an enemy when they die, allowing you to come back from death's door even as long as your quarry expires in a timely manner, though this can't resurrect you. During the Gauntlet you are also a prince/princess of your chosen species, which might be reflected in your future legend.

Njord's Strike - 300 CP (Discounted Drop-In)

This magical steel-whip can act slightly to follow your thoughts, bending to strike an opponent's weak points and such, and its strikes possess a powerful pushing force, throwing most enemies back ten meters or more. It also gives the user a strong sense for locations of wealth and treasure and their amount, both nearby and further away (as long as it resides in the same world).

Baldur's Protection - 300 CP (Discounted Viking)

A nice helmet presenting an intimidating visage to those who look upon it, one that even an evil overlord would approve of. It possesses the magical quality of increasing the speed of its users' attacks, doubling their swiftness in combat.

Soldier's Coat - 300 CP (Discounted Monster)

Like one of the few sensible creatures here you have decided that going into battle unarmored is stupid. This chainmail with an accompanying tabard (the color of which being your choice) will provide impressive protection against the blows of your enemies; apart from being of good make, it possesses a magical force field that halves the power behind any attack against its wielder. During the Gauntlet it will look very worn and frayed, like you died in it and laid in the earth with it for years but this won't affect its performance and after the Gauntlet it gains the ability to switch from this look to a fully restored one.

Lærad's Shot - 400 CP (Discounted Drop-In)

This magical bow, made out of a glowing white-blue wood, has two peculiar abilities. The first is to create arrows out of nothing and the second is to create additional arrows with every shot fired, either adding two on each side of the projectile or behind it in a row as it flies. It can add two extra projectiles to begin with but as you traverse through the worlds you will find that it becomes able to create more and more, with the maximum of nine total after six worlds have been traversed (creating eight additional projectiles on each shot). The arrows created disappear after a couple of minutes, and you can choose to shoot less than the full amount.

Tyr's Flame - 400 CP (Discounted Viking)

A finely made sword. It's unbreakable and possesses a sharp edge, allowing a normal man to cleave others in two with a simple strike. It also possesses the power of fire, capable of lighting on fire as its wielder wills. The fire by default makes the blade more than twice as deadly, doubling the force of its strikes and burning bright hot, and will extend the reach of attacks made using the sword about half the length of the sword again. The heat of the sword will never bother its wielder.

Fafnir's Gift - 400 CP (Discounted Monster)

Choosing this option gives you a strong and durable weapon, the type one of your choice, enhanced with two magical abilities. The first is the ability to launch a powerful ranged attack in the form of a blast of force or elemental energy, perhaps fire or lightning? The second is that it will noticeably enhance your monster attribute, leaping taking you much further and faster at that or flying being more maneuverable and swift. The weapon can also change size to always fit your current form and will become more durable if it grows larger.

-[Companions]-

Fellow champions to join you on your quest!

Völgarr - 400 CP (Discounted Drop-In)

The man himself! No longer will you simply fill his shoes for this job, he is coming along for the ride, and the glory! Long ago he survived the razing of his homeland and forced the raiders into a retreat. Pursuing them, he slew them by the hundreds before they finally overwhelmed him. Allfather Odin, impressed by his bravery and might, chose him for the mission to slay the evil dragon Fáfnir before the serpent's rising power could threaten the nine realms. This is the original hero of the story and he possesses the following Perks and Items: *Brave Viking, Cunning Fighter, Warrior of Odin, Charge Attack, Mjollnir's Power, Einherjar Workout Routine, Blessed Spear, Hammer Shield, Baldur's Protection, Tyr's Flame.*



Valkyrie - 400 CP (Discounted Viking)

Odin seems keen to bring out the big guns now, sending one of his valkyries, one who brings the worthy dead to Valhalla, with you on your quest. She possesses the same perks as Völgarr but none of his Items, though she has a spear of higher quality than the one offered in this gauntlet. She has the ability to summon wings made out of blue fire on her back that allows her to fly and to travel to other dimensions and she can also become selectively invisible, choosing



who can see and hear her, and can interact with the souls of the dead, talking to them or ferrying them to a chosen afterlife. As someone who has spent their life carrying dead heroes to Valhalla, she is eager to help keep one alive for once.

Fáfnir - 400 CP (Discounted Monster)

This is the great dragon Fáfnir before his greed drove him mad with power, still in the form of a dwarf. He is extremely well versed in magic and can with time unlock abilities similar to the *Hidden Form* perk, allowing him to transform into his dragon form. His likes include conducting magical research and being rich, it's up to you to stop him from going down the path which has Odin calling pest control on him. He fights primarily using fire and lightning magics but his strength as a dwarf should not be underestimated by enemies who get too close.



-[Ending]-

So you have completed Odin's mission for you, well good work! You have now truly become a viking legend! Something that, as you will see, plays into your reward!

Reward: As a viking legend, the tale of your journey has been immortalized in Norse mythology. Aside from the satisfaction of knowing that people will have to study you in university and that books, movies and games will be made about you (or at least with you as a role, cameo or reference), if you go to a world where the Norse myths are true then you can insert your deeds from here as a backstory in that world. This reward also applies to any companions from here if you bought them, allowing your shared legend to spread to any world you travel to.

The Future: Upon the completion of your mission you can choose between the usual options of staying here (with your perks before the Gauntlet reinstated in full of course), going home or continuing on your journey. If you choose one of the last two options you can also choose to stay in this world for up to a year and a day before leaving it.

Notes*

-Buying Fáfnir as a Companion won't win you the Gauntlet just like that, he is simply a copy of Fáfnir from another world. There might be some confusion in the fight against this world's Fáfnir if you bring him with you though!

-Taking Ragnarok Now and other Drawbacks that make progression harder (Like Journey to the Roots) will never be a direct loss. The time limit will scale so that you will have a comparable amount of time for each world, it will at least always be possible.

-Hammer Shield and Charge Attack do stack, this is intended, to create even more powerful projectiles through their collective blessings.

-Fafnir's Gift: the monster attribute enhancement won't do anything for humans but can enhance the traits of monster-species you become in future jumps as well.

-Magnificent Magic: look to the Fáfnir and Lord Frakkus boss fights for inspiration

-Rise Warrior: only works as long as your soul is free and intact, objects/powers that can trap or kill your soul still possess real danger to you. After this jump the lightning bolt effect on resurrection becomes optional.

-Path of the Valkyrie: the invisibility might still fail when confronted by powerful mystics, magical beings or outright divinity. Interacting with the souls of the dead means that you can rouse them to an awake state and allow them a voice to talk with you, and that you can physically interact with them (allowing you to carry them with you, or hurt them should you wish).

-High Score!: other examples, let's say you are researching or developing rare technology and acquire more funding for your department/a higher pay. That would lead to things like larger/faster breakthroughs or useful off-shoot discoveries related to what you were researching.

If you were fighting in a tournament and had your friends bet on you, then if you win you might not only get the prize money, but also perhaps you'll be noticed by someone important who seeks to employ or further reward you.

SEAL GUARDIAN examples:

Monstrous Technology - your knowledge is increased greatly

Warrior of Odin / Monstrous Advantage - your physical power and size is increased (maximum of giant size/Lord Gyrgok, with slower speed, or smaller with greater speed but less strength)

Magnificent Magic - you possess great knowledge in magic, equal to Fafnir

Hidden Form - you either receive a second form, or your main one is made more powerful

Look Ahead - shows you the future (a couple of seconds) movement and attacks of creatures within your radius (showcased by blue outlines of where they will be/what they will do)

Ver 1.0

Made the Gauntlet

Ver 2.0

-Added Drawbacks: Butterfingers, Broken Windows, The Wealthy Few, A Speedrunner's Nightmare, One Chance For Revenge, Vikings vs. Zombies!, Ragnarok Now, Journey to the Roots

-Added Origins and two new perk-trees

-Added more Items and Item-trees

-Rise Warrior! - always spawns you in a random location now. More of a "I'll be back later" perk now than battlefield god-mode.

-Charge Attack - clarified the exploding part

Ver 3.0

- Fixed some mistakes.
- Companions now Discounted.
- Added more Perks: Mr. World(s)wide!, Colorful Enemies, Monstrous Technology, On the Wings of Glory, High Score!, Seal Guardian
- Added more Items: Enchanted Sheath, Rainbow Brooch, Tamed Pyreflies
- Added Drawbacks: Heroic Paperwork, Negative End Credits, Fallen Warriors, The Vengeful, Prince Miniboss, Creepy Crawlies
- Rise Warrior! Is now a Viking perk.
- Animal Friend now also works on plants!